

ABSTRACT OF THE DISCLOSURE

New forms of entertainment can result from this method of selecting, identifying, and storing by a media producer of multi-media content as files to a storage medium within an editing platform. Generating, using an editing software program, a set of instructions and data for assembly of an edited program, the edited program including specified segments from the files of the multi-media content. Assembling the specified segments using the set of instructions and data to form the edited program. Storing the edited program on the editing platform. Analyzing, using a software program, endpoint frames of each segment in the edited program, the analysis resulting in analysis data stored on the editing platform. Distributing the information to a home media server. Emulating assembly of the edited program by the home media server using the information and a home media server editing program, the assembled edited program being stored in the home media server.